



# VIRTUAL BOY

SOLO BY

**ATLUS**

INSTRUCTION BOOKLET

1995 ATLUS

**WARNING: PLEASE READ THE ENCLOSED INFORMATION AND PRECAUTIONS BOOKLETS CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.**

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.



attus

Wenige Minuten später kam ein junger Mann mit einem kleinen Koffer an und fragte nach dem Herrn Schmid. Ich führte ihn in den kleinen Raum, wo der alte Herr Schmid auf einer Bank saß. Er schaute den jungen Mann an und fragte: „Was kann ich für Sie tun?“

# WARNING

The product **MUST NOT** be used by children under the age of three (3) years. Artificial stereo vision displays may not be safe for such children and may cause serious permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Section. Make sure before playing that you correctly adjust the Headband, including the IPO and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, unbalanced or tired or if your eyes feel like they have become strained. Do not use unbalanced or inaccurate power. Failure to follow all of the instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-256-2188.

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**NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS.** Young children could choke on the Virtual Boy Game Pak (over). Keep the Game Pak removed from reach of small children.

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# BEFORE STARTING THE GAME

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPO and FOCUS adjustments.

Press the START button to display the "IPO and FOCUS adjustment screen." Both adjustments are made using this screen.



## IPD ADJUSTMENT

This adjustment sets Virtual Bay to the distance between your eyes (aka Inter Pupil Distance).

While looking at the adjacent screen, turn the IPD dial located on top of the Virtual Bay until you can see a mark in all four corners of the screen, as shown in the screen to the right.

The best adjustment may allow you to see only three marks, or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



## FOCUS ADJUSTMENT

This adjustment makes sure that you see the game image in the Virtual Bay display clearly.

Move the FOCUS slider to the **OPTIMAL POSITION** as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, adjust the Focus slider right until the image is sharp and clear.



# AUTOMATIC PAUSE FUNCTION

All Virtual Boy Game Pak cartridges have an automatic pause function that will cause the game to pause after about 30 minutes of game play. When the game pauses, take a break and give your eyes some rest. To resume game play, press START.



After completing the IPO and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you **ALWAYS** set the automatic pause to ON. To override the setting, use ← or → on the L-Control Pad, then press the START button to begin the game again. Pressing START again will advance you to the game title screen.



After playing the **JAGGER** (stage), for 30 minutes, or after completing a stage, the game will automatically pause. Please take a break and rest. After your rest is completed, press the **START** button to restart the game.

# THE JACK BROS. STORY

Every year on Halloween morning, the portal to the World of Fairies opens, allowing a pathway to form between their world and ours. This year, the mischievous Jack Brothers from the World of Fairies have decided to set off on an adventure in our world. They will have to pass through the portal again by midnight or be banished from their world forever.

The thrill of their adventure takes their mind off the clock, and before they know it, the 11 o'clock hour is upon them. As they start to race through the long pathway to their home, Pixie the Fairy appears and offers to show them a shortcut to the World of Fairies. The shortcut is dangerous and requires magic, but if they used their regular route, they will not make it back in time. The Jack Brothers have no choice but to follow Pixie and choose their best idea wisely. They can only hope that it's not too late...



# CONTROLLER FUNCTIONS

## Left Control Pad

Use this to move the cursor on the Menu Screen or move your character around in the game.

## Select Button

Press the Select Button to open the Auto Fire pad and off.

## Start Button

This button will allow you to choose a command on the Menu Screen. It also allows you to pause the game.



## L Button

L Button is not used in this game.

## R Button

Press the R Button to use your Special Attacks.

## Right Control Pad

The direction that you press on the Right Control pad will correspond with the direction in which your weapon will fire, regardless of the way you are facing.

## A Button

Use the A Button to choose a command on the Menu Screen. Press this to fire in the direction you are facing.

## B Button

Press this button to fire in the direction you are facing. You will also use this to cancel a command if you make a mistake.

Mastering how to use Right Control Pad skillfully is a key to the success. With this Control Pad, you can shoot enemies from behind or sideways without changing your direction.

## ABOUT THIS GAME



To jump off to the lower floor. Continue down to the lowest floor and defeat the boss to move on to the next area. Be very careful, though! Enemies and traps await you in every nook and cranny. Each time you suffer damage from an enemy or trap's attack, your remaining time will decrease by five seconds.

To return to the World of Fairies, you must clear six different areas within the allowed time limits. Each area consists of several different floors. You must collect all of the keys in each area to continue on. Once you have collected all of the keys on one floor, the doors will all open at once and you will be able



# GETTING STARTED

## Start/Password

At the Title Screen, you can choose either Start or Password by pressing up or down on the Left Control Pad, then the Start Button. If you select Start, you will play from the beginning of the game. The Password option will allow you to choose the area you wish to play. Enter a password after selecting this option.



## Choosing Your Character

If you choose the Start option from the Title Screen, the Player Select Screen will automatically appear. You will have the choice of being Jack Frost, Jack Lantern or Jack Skellington. Use the Left Control Pad to select your player and then press A or the Start Button to confirm your selection.





# Adventure

This makes you have  
many presents you  
haven't had in about  
this area.

You will start the  
game with three  
specialized weapons  
that will help you  
defend the additional  
area in this game.  
You will be able to  
choose these power  
up weapons.



This will change the  
order of the rooms you  
will have to go through.



Now you under my house there, there  
is a problem and you have to go through  
the rooms in the order that I have told you.

# ICELY

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This is how they

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This is how they  
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— Your quick, friendly service  
they are efficient, professional  
they'll make a complete  
plan for the next level.

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# THE WORLD

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Remember, we're the  
ones that are responsible  
for what's happening in  
the world. We're the ones  
that are going to be  
responsible for what's  
happening in the world.

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# CHARACTER SKILLS

Agg. Frost

Agg. Counter

Jack Spell

Rapid Fire

Attack Power

Agility

Special Attack

A character's  
ability to deal  
more damage  
than normal.

A character's  
ability to damage  
opponents quickly.

# ENTRIES ARE NOW OPEN

If you are this  
longer, probably  
nothing, the  
first, they are  
not as good  
as they used  
to be, when  
they had  
the better  
of you.

Mark Young performed  
wonderfully as a  
soloist.

110

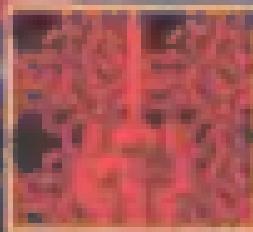
# ENEMIES AND TRAPS

## Double Lasers

The laser beams will usually travel between the two laser beams. When one cannon is destroyed, the dangerous laser beams will reach all the way to the wall.



## Luminous Ice



This creature is constantly moving. If you dare to get in its way it will try to shoot you!

## Fire Breather

The breath coming from this flame spitter's mouth can really heat up your journey. Avoid getting too close!



## WarpTile



Do not accept rides from this stranger. Stepping on it will force you back to the beginning of your level, wasting precious time.

# ITEMS

## Special Attack Star



Each one of these represents one Special Attack move that your character can use on his enemies.

## Invincibility Potion

This item will allow you to remain invincible for about ten seconds. During this time, you cannot be harmed by an enemy attack.



## Jack Shield



The Shield is made up of several bubbles that surround and protect your character for up to three hits.

## Time Clock

Each Time Clock that you acquire will increase your time by the number shown on the chip itself.



# WARRANTY

After Bellverity has received the original purchase of this Ales product then this Game Pad is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Ales product is void ("void" expressed or implied) if any damage of any kind, and Ales is not liable for any losses or damages of any kind resulting from the use of this product. Ales agrees for a period of ninety (90) days to either repair or replace, at the option, free of charge, this Ales product. (said product purchase paid, along with dated proof of purchase, to the address above below).

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